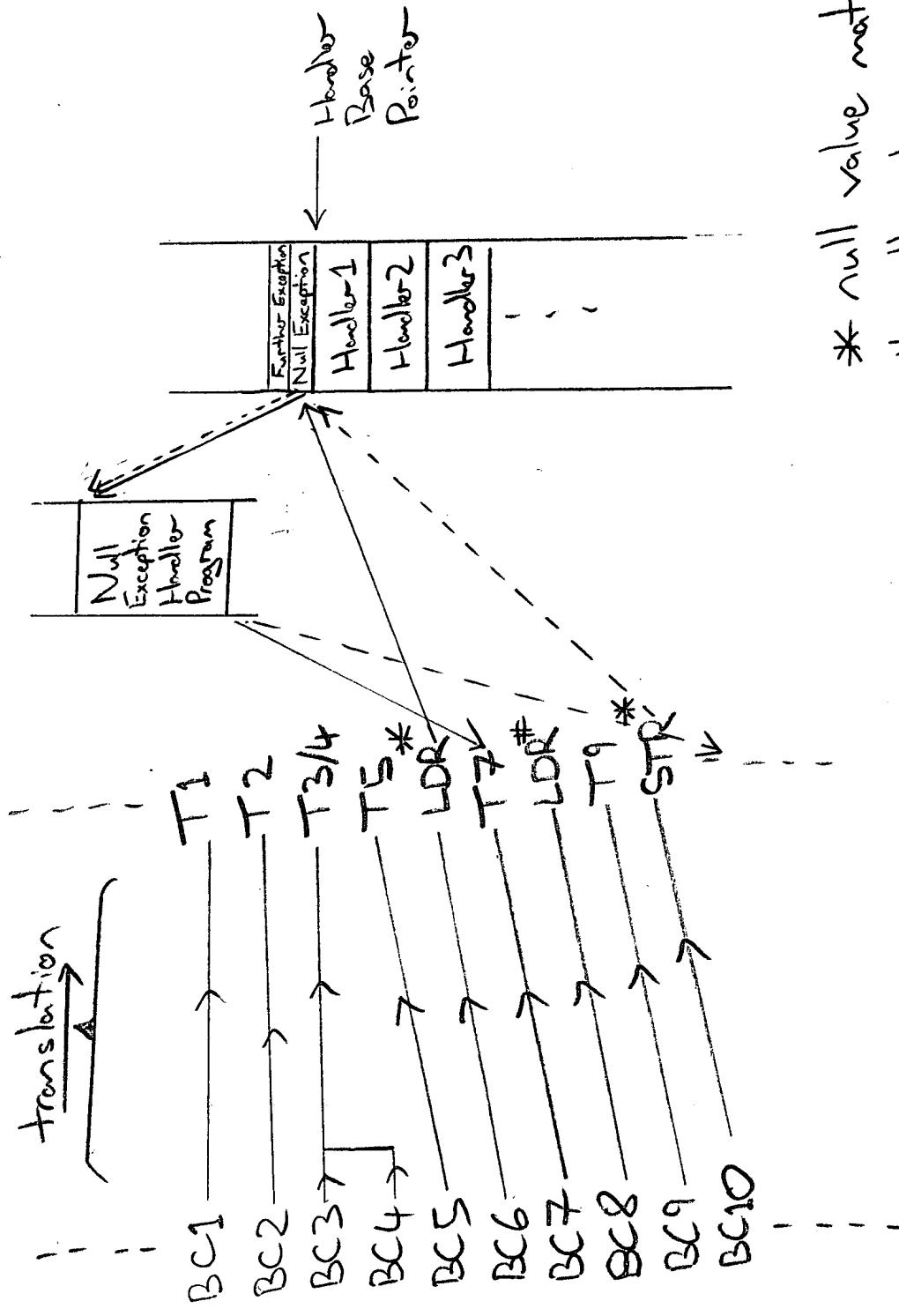


Fig. 1



* null value match
 # null value non-match

Thumb-2
 Instruction
 Machine
 Independent
 Instructions

Fig. 2

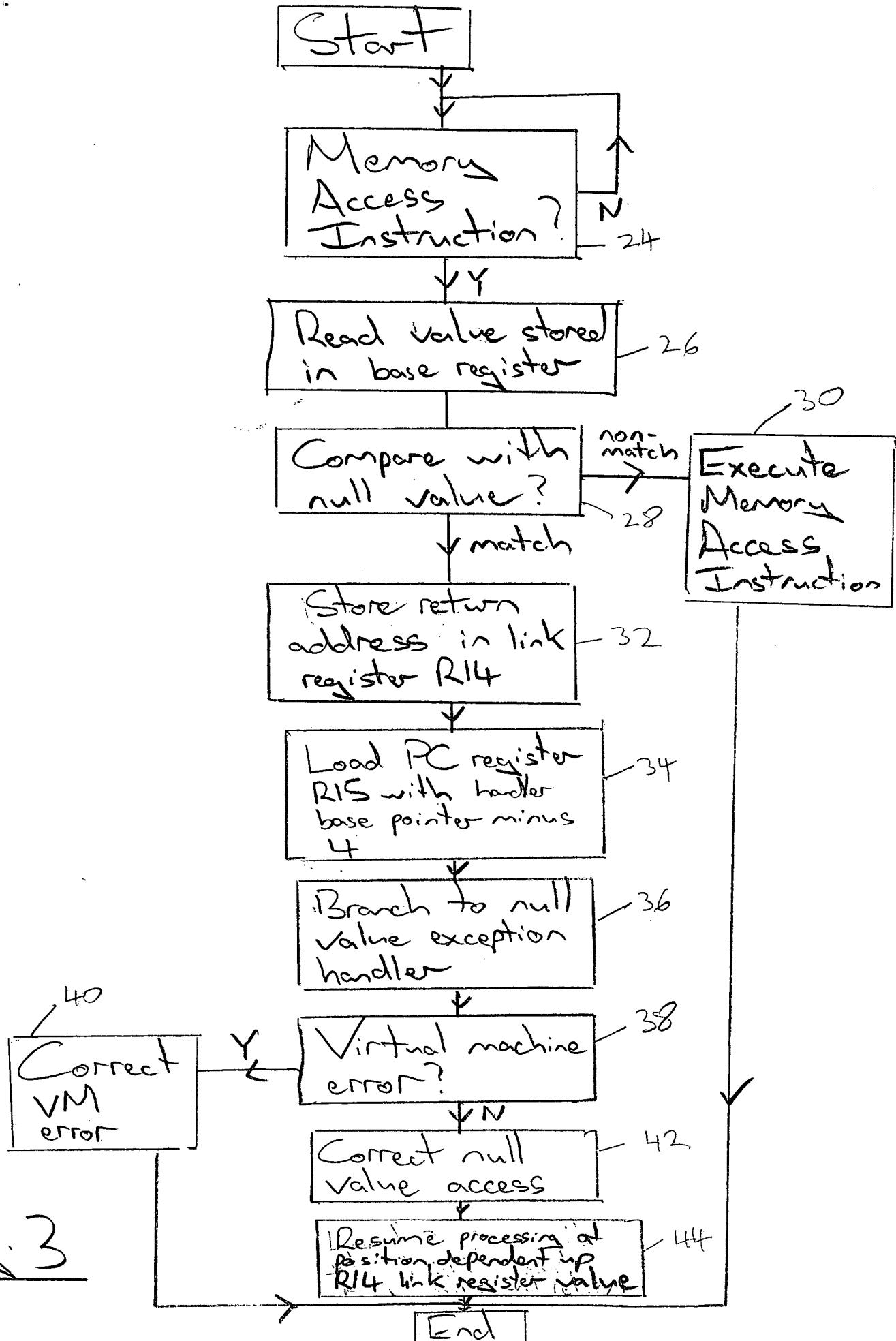
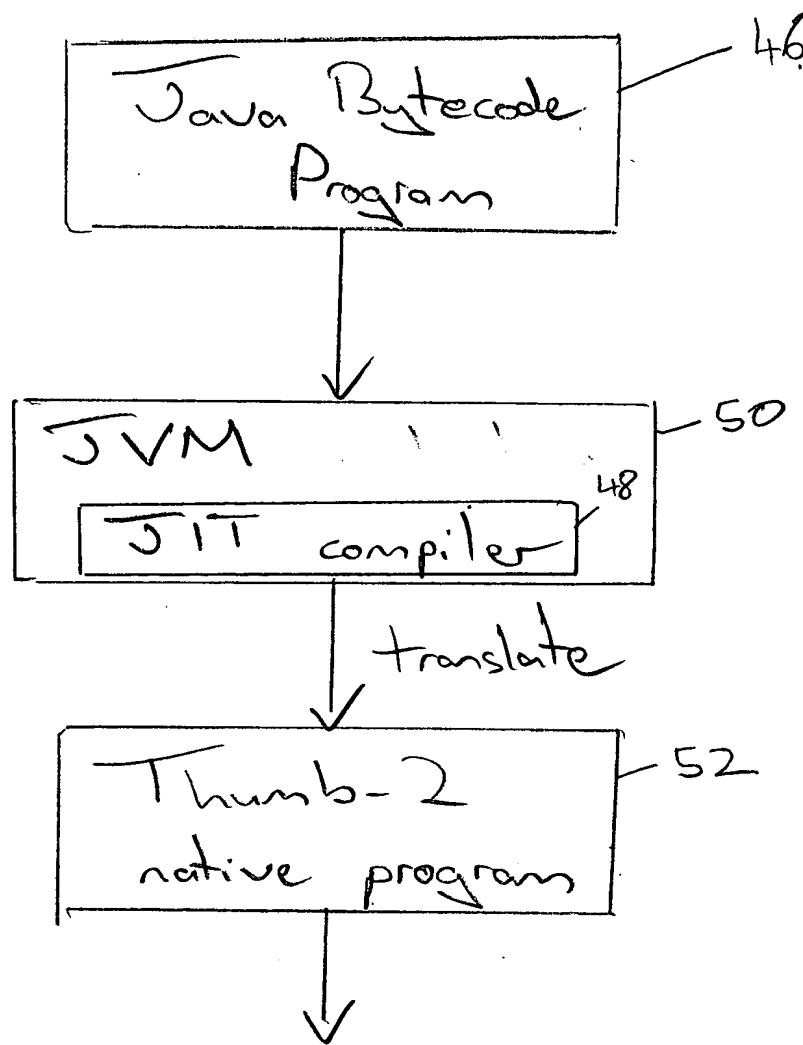


Fig. 3

Instruction	LDR.X Rd, [R9, #immediate.6]										
Encoding	15 14 13 12 11 10 9 8 3 2 0										
Thumb-2 Equivalent	< LDR.X < opcode >								#immed_6	Rd	
Definition	LDR Rd, [R9 + #immediate LSL #2]										
Encoding space	Rd = [R9 + #immediate LSL #2]										
Note	This instruction, as are all loads and stores while in Jazelle-X state, is subject to the Null Check mechanism described in 4.3										
Instruction	STR.X Rd, [R9, #immediate.6]										
Encoding	15 14 13 12 11 10 9 8 3 2 0										
Thumb-2 Equivalent	< STR.X < opcode >								#immed_6	Rd	
Definition	STR Rd, [R9 + #immediate LSL #2]										
Encoding space	[R9 + #immediate LSL #2] = Rd										
Note	This instruction, as are all loads and stores while in Jazelle-X state, is subject to the Null Check mechanism										

Fig. 4



Execute
native program
instructions

Fig. 5